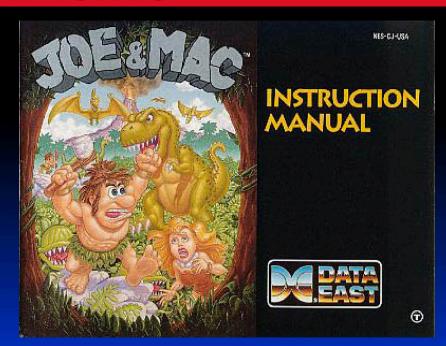


Data East USA, Inc. 1850 Little Orchard Street San Jose, CA 95125 (408) 286-7074

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Frinted in Japan





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### **PRECAUTIONS**

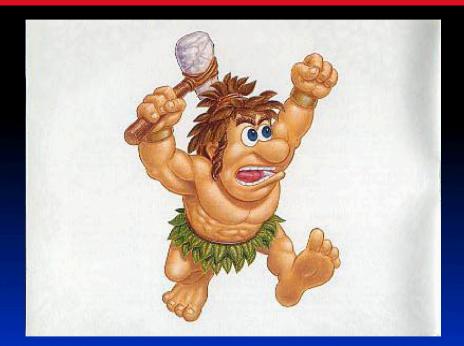
- 1) he sure to turn off the power before inserting or removing Game Pak.
- 2) Avoid touching the connectors and do not get them wet.
- 3) Do not store of use the Game Pak in places of extreme temperature.
  4) Do not clean the Game Pak with thinner, bonzene, allohol, or any other solvens.
- 5) Never hil or drop the Game Pak, and do not take it apart.

#### WARNING: DO NOT USE WITH TRONT OR BEAR PROJECTION TV-

Do not see a front or rour projection television with your Matterdo Enterlationant SystemBC/UES) and this video game, Your projection television screen may be permanently damaged if video gamet with stationary scenes or pair terms are above on your projection television. Similar damage may occur if you place a video game on hold or pains. If you was your projection television with this video game, neither Boto Ens USA, loc, nor Minucolo of America loc, will be liable for damage. This absorbing to not caused by a defect in the NES or this game, after fixed or repetitive images may cause similar damage to a projection television. Please contact your IV manufacturer for further information.

ADVISORY: READ BEFORE USING YOUR NESSA very small partian of the vegulation may experience egileptic settures when whening certain kinds of flashing lights or patients; that are eliminably present in our daily exvisorment. These persons may experience setsures while witching some kinds of television preture or planlag certain white games. Players the have not had any previous setsures may neartheless have an undetected epiteptic condition. We suggest that you contait your physican if you have an optispic condition or if you emericance any of the following symptoms white playing video games: aftered within massic twitching, when the plantancy moments, loss of awareness of your surrounding, mental confusion unifor sorvulations.

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### INTRODUCTION

Millions of years ago, before the 'Big Freeze' covered our planet's deserts with ice, a cavedude's life was not an easy one.

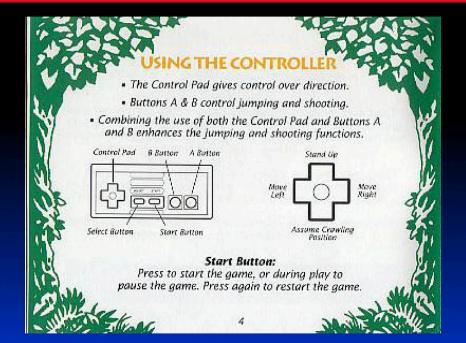
These were the good old prehistoric days when "rock and roll" was just rock and fast food was dinner you couldn't catch. Although life was hard, it still had its good side: lots of berry juice, brontoburgers, dino races and cavewomen!

Then one sunny day, while Mac was out hunting for dinosaurs, a bogus bunch of Neanderthal nerds ransacked the village, drank all the berry juice, ate all the food and kidnapped the cavewomen!

This means war! Now, Joe must single-handedly take on the whole jungle to rescue the beloved cavewomen!

#### PREHISTORIC FACT:

The term 'Neanderthal' was the name given to the first human fossil recognized to have belonged to an earlier type of man.



#### Start Button:

Press to start the game, or during play to pause the game. Press again to restart the game.

#### Button B:

Press Once to release weapon.
Hold Down to charge weapons.
(**Note**: Recharging the weapon too much at once can result in loe being unable to defend himself.)

#### Button A:

Press to jump.

#### Control Pad:

Press Up and Button A to jump higher. Press Down to crouch. Press Right to run right. Press Left to run left.

Control Pad Up, followed by Button B: Throws the weapon directly upwards. Control Pad Up, followed by Button A: To jump higher upwards, and somersault.

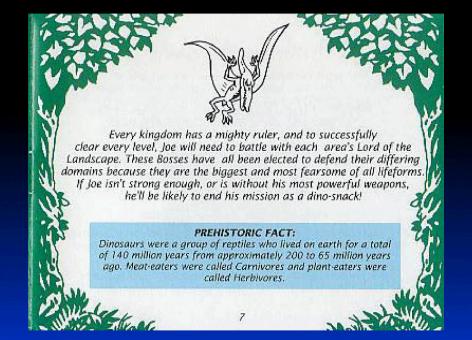
### HOW TO PLAY THE GAME

Joe & Mac takes place within the primitive realms of an era long gone; the treacherous regions are abundant with hungry predators and scheming savages.

The game consists of 5 levels featuring 10 varying unexplored territories of prehistoric wilderness. The object of the game is to lead our courageous cavedude, Joe, safely through these perilous provinces in search of his humble homestead's wandering women.



Points are accumulated by triumphing over any enemy who prevents your progress, and by collecting food and extra weapons which are sometimes revealed along the way.



### STARTING THE GAME

Insert the game pak into your NES unit and turn the power ON.

When the TITLE SCREEN is displayed, press SELECT and Joe & Mac's OPTION SCREEN will be displayed, which allows you to adjust certain aspects such as the number of players.

Use the Control Pad arrow keys to move up and down the desired options and then press SELECT to alter the indicated option:

- 1 or 2 player game mode.
  - With or without music.
- With or without SFX (Sound Effects).

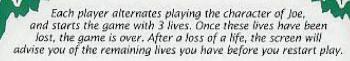
The game can be played by one player, or by two players alternating turns. In addition, you can choose to play the game with or without music, and with or without sound effects.

After you have selected your options, press the START Button to return you to the TITLE SCREEN, where you can begin play.

### THE STATUS PANEL

The status panel located at the bottom of the screen keeps track of each player's score and shows the 'energy' reserves of both Joe and each level's Boss. Joe begins the game with 16 energy units on the left-hand energy bar. The Boss's energy units are displayed on the right-hand bar.

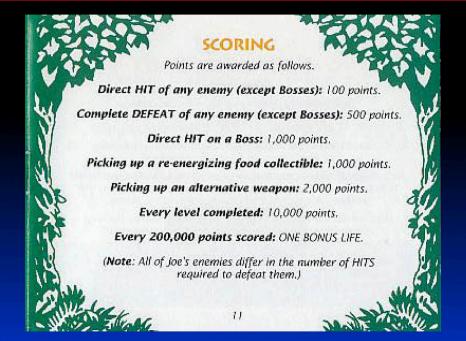




Extra energy is gained by picking up food and weapon collectibles.

#### PREHISTORIC FACT:

Coal is a well-known energy source today, but did you know that coal is made of prehistoric plants? They became layers of rotting plant material when they died, called peat; then after the water and gases were squeezed out by the weight of rocks, the peat turned into hard, dark coal!



### CAVE-DUDE COLLECTIBLES

### Weaponry

Defeating an egg-carrying Neanderthal reveals an alternative weapon available for Joe's use (providing he actually collects it), and also adds an extra 2000 points to your score.

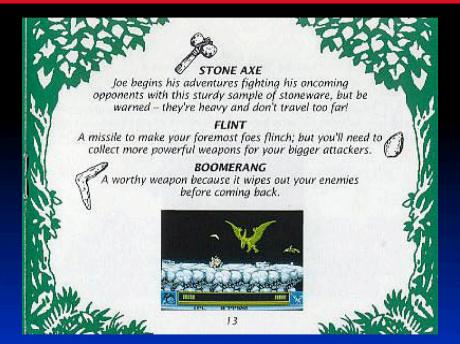
No respectable cavedude would ever be seen without his heaviest club or trusty tools, and Joe is no exception!

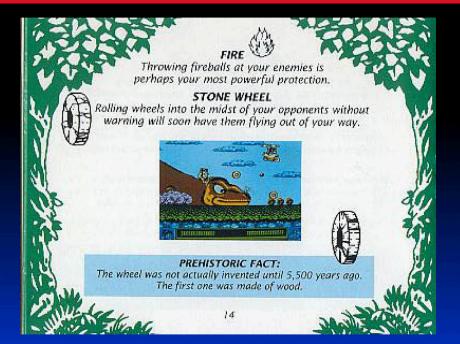
Joe's choice of weapon depends upon whatever he picked up the last time one randomly appeared; but remember, some weapons will weaken Joe's energy levels much quicker than others.

Here, we list the types of weapons which you'll find on the way, all of which will assist him in rescuing the cavewomen.

#### PREHISTORIC FACT:

For over one and a half million years, weapons and tools were only made of stone, wood and bone. Men learned to make metal ones by melting copper and pouring it into stone molds for spear and axe heads, only 9900 years ago.





### **Edibles for Energy**

Joe's battles frequently leave him tired and hungry, so be sure to pick up some food to sustain his strength.

Destroying ferocious animals and cavedude-eating plants will often reveal a hidden energy power-up represented by an apple, watermelon or brontoburger. Besides adding energy, they also add bonus points to your score.







#### PREHISTORIC FACT:

Although humans have lived on earth for 2 million years, the first crops of wheat and barley were only grown 10,000 years ago. Before that they hunted wild animals and gathered wild fruit for food.

### FRIEND OR FOE?

Joe & Mac's friendship was an exception in the bygone
Stone-Age days of territorial fighting. So it's fair to assume
that even if a stranger looks and acts like you, he still probably
belongs to that untrustworthy bunch of boneheads that caused all
Joe's problems in the first place. So be extra cautious confronting
other cavemen.

- Cranium Calvin isn't just carrying a club to help him keep his balance!
  - Jogging Jason may seem harmless, but he's several miles-per-hour faster than you. Stand in this super-sprinter's way, and he'll run you down faster than a charging Triceratops!
    - A boulder a day keeps the cavewomen away!
  - If the helirockter's blades don't adjust your hairstyle, rest assured that the bombs he drops will!
    - Don't mistake a caveman's disguise for being a harmless part of the scenery!

### ENEMIES

All of the varying locations Joe will have to pass through will be fiercely defended by hundreds of uncivilized creatures and dangerous plant-forms. And no territory is ever without its Lord of the Landscape, who Joe will have to battle before he can move on.

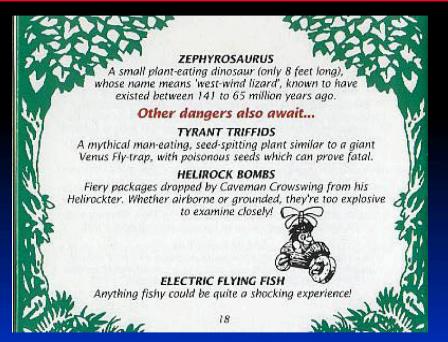
So keep your wits about you and your weapons handy for some of the following enemy encounters.

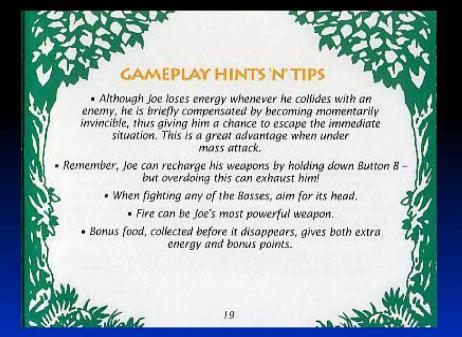
#### BABY PTERANODONS

Known to have existed over 135 million years ago, these winged lizards are flying fiends, with an adult wing-span reaching over 29 feet and a boney head of horn measuring over 3 feet.

#### **ARCHAEOPTERYX**

A 3-foot-long crow-sized feathered dinosaur who first existed nearly 200 million years ago, and is now considered to be the missing link between birds and reptiles.



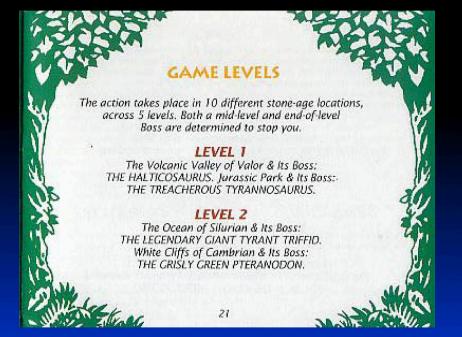


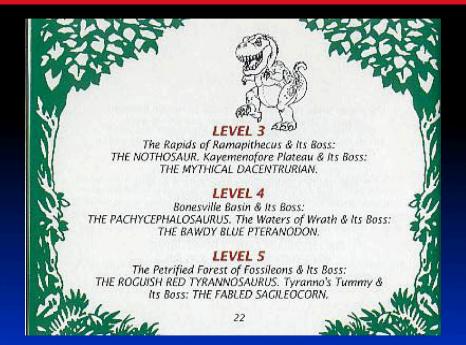
# COMPLETING THE HI-SCORE TABLE

If you succeed where other cavemen fear to tread, you will be able to register your name next to your score in the Hi-Score Table.

Using the Control Pad, move the Stone Wheel until it encircles your selected letter. Pressing Button A or B will then select this letter. There are 9 spaces available for completing your name, and all letters are selected in the same way. If you make an error, positioning the wheel over the word RUB and then pressing Button A or B will erase your last choice.

After your final letter has been chosen, position the wheel over the word END and press Button A or B to complete your entry.





### COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject 1 of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- -Reorient the receiving antenna
- -Relocate the NES with respect to the receiver
- -Move the NES away from the receiver
- -Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

if necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington DC 20402, Stock No. 004-000-00345-4.

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